
Subject: Re: ImageMagick option not showing up in Coyote Graphics window
Posted by [allisonjaynes](#) on Thu, 05 Mar 2015 18:55:13 GMT

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On Wednesday, March 4, 2015 at 4:30:01 PM UTC-7, David Fanning wrote:

> allison jaynes writes:

>

>> Oh actually I got to that line by compiling... running gives me no error.

>>

>> I DO have the latest Coyote! I updated 2 weeks ago along with Ghostscript and ImageMagick... the starting day of all my woes.

>

> Then, I suspect you might be an astronomer and have extra copies or
> pieces of the Coyote Library lying around causing trouble. Have you ever
> run the routine cgFindCoyoteFiles? That might tell you where the problem
> lies. You want to make sure you only have ONE copy of the Coyote
> Library, the latest one. See Step 4 here:

>

> http://www.idlcoyote.com/code_tips/fixcoyoteprogram.php

>

> Cheers,

>

> David

> --

> David Fanning, Ph.D.

> Fanning Software Consulting, Inc.

> Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

> Sepore ma de ni thue. ("Perhaps thou speakest truth.")

I'm in space science, not astro! :-)

But no, I don't have extra copies laying around - I'm fairly diligent with path management.

However, SVN'ing the latest full coyote library worked! So it was a failure on my part to keep the library updated.

And: CgControl works to set the font. No more white lines! Problem solved, without having to resort to Python...
